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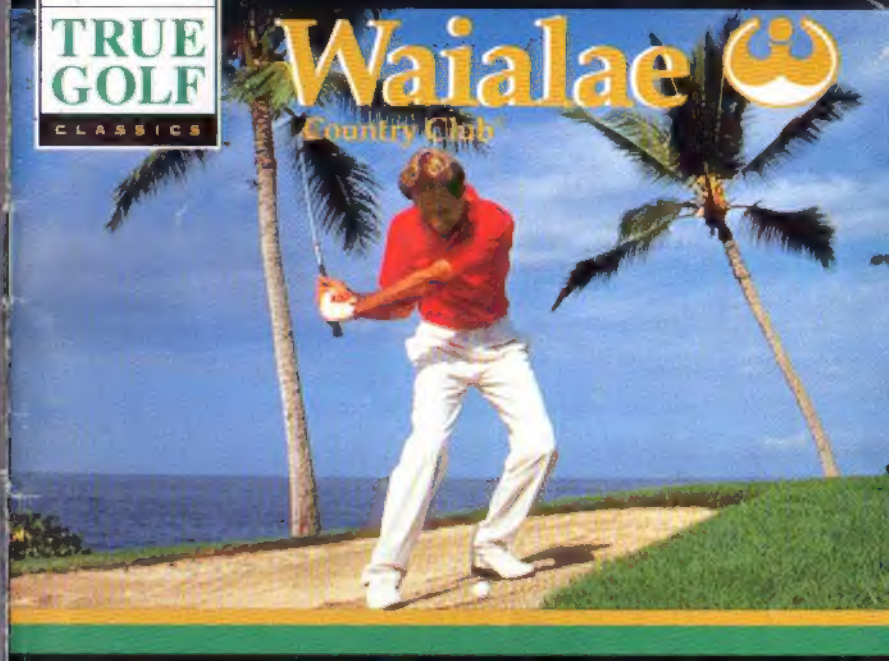
TRUE GOLF CLASSICS

Waialae Country Club



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

T&ESOFT™

T&E Soft would like to thank the following individuals and organizations for their assistance in the creation of

TRUE GOLF CLASSICS: WAIALAE COUNTRY CLUB.

T&E Soft Japan
The members and staff of Waialae Country Club, especially Allan Lum, general manager; Greg Nichols, head golf professional; and Roy Kobayashi, Brian Kubo, Mark Miller, Van Nishigaya, and Rodney Oshiro, club caddies.
The Pacific Marketing Group
Jamie Davison Design, Inc.
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TRUE GOLF CLASSICS

WAIALAE COUNTRY CLUB
HONOLULU, HAWAII

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T&E Soft has been a leader in entertainment software in Japan since 1982, with hits like the fantasy role-playing series, Hydlide. In 1989, T&E Soft introduced the cutting-edge Polysys technology, which makes true 3-D golf simulation possible on video game systems. The first Polysys game, Harukanaaru Augusta Golf, was released for the Super Famicom debut in Japan in April 1991.

T&E's next True Golf Classics course, Pebble Beach Golf Links, will be available in time for the 1992 US Open, which will be played at Pebble Beach.

I. INTRODUCTION

True Golf Classics

Welcome to True Golf Classics, the new 3-D golf simulation that lets you play the world's greatest courses under super-realistic conditions.

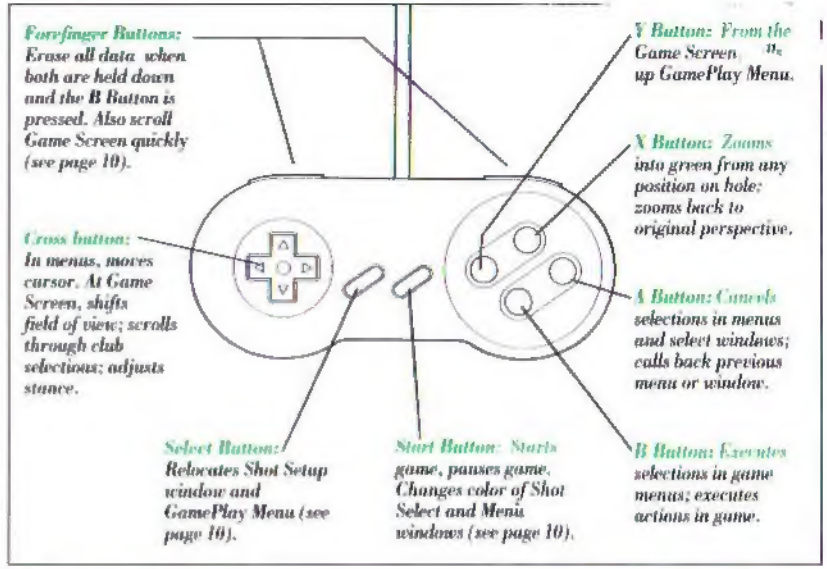
True Golf Classics recreates the golfing experience in rich, three-dimensional detail. The first course you will play—Waialae—has been reproduced from the original blueprints, to capture the contour of every fairway and green and place every tree, bunker, and water hazard in its true position.

True Golf Classics has also been designed to convey the physical challenge of the sport: the combination of strategy, skill, and force that leads up to the electrifying feel of a well-hit ball.

Every golfer, they say, dreams of the unforgettable round, at a world-famous course on a beautiful day, when your concentration is perfect and every shot seems to fall into place. True Golf Classics is designed with that pursuit in mind: to take you to Oahu, Hawaii, for 18 holes of championship golf action with all the excitement—and surprises—of the real game.

To enjoy True Golf Classics fully, please keep the following safety precautions in mind.

- Turn off the Super NES™ system before inserting or removing the True Golf Classics Game PAK.
- Handle the Game PAK carefully. Do not touch its terminals and do not get them wet.
- Use the True Golf Classics Game PAK only with Super NES™ systems.
- Be sure to remain a safe distance from the TV screen when playing.
- If you play for an extended period, be sure to take rest breaks often (10-15 minutes every two hours).



The Control Pad

QuickStart Guide

It's easy to start playing True Golf Classics. The game has player information built in, so **all you have to do is hit the B button eight times to reach the first tee.** Later, of course, you'll want to fill in your own player data and start keeping records for you and your friends. But the quickest way to learn how to play True Golf Classics is to get on the course and start hitting. This QuickStart guide will show you how.

- Insert the True Golf Classics Game PAK into the Super NES™. Turn the power on.
- Press **B** or **Start** to begin.
- Waialae Country Club screen will appear. Press **B** to start game.
- The Main Menu will appear. Press **B** to choose Select Game. The Select Game Menu will be highlighted with Tournament Play selected. Press **B** again.
- Press **B** four times to bypass the Select Group, Select Player, Select Caddy, and Good Luck message screens.

The Game Screen

The Game Screen will appear giving you a view of the first hole from the tee. The Game Screen provides the information you need to set up and execute your shots. In the upper left corner of the Game Screen is the Shot Setup window where you will make four basic decisions about each shot.

The Direction Select Window

Direction Select

Use this window to adjust your aim and to compensate for wind or obstacles.

- To change direction, press the cross button's **right** or **left** arrow. Your field of view will change, and the angle indicator (in the bottom right window of the Game Screen) will show how far you have turned. Press **B** to continue.
- Press the cross button's **up** arrow to get an elevated view of the hole. Press **down** arrow to return to ground level.
- *To learn more about changing your aim, see page 10.*

The Club Select Window

Club Select

True Golf Classics will recommend a club for the shot, based on your distance from the pin.

- To choose a club, press the cross button's **left** or **right** arrows. Press **B** to select club and continue.
- *For more on club selection, see page 10.*

Stance Select

True Golf lets you adjust your stance to add a fade or draw to your shot.

- Pressing the cross button's **left** arrow moves front foot closer to the ball; this makes shot curve left. Pressing **right** arrow moves front foot away; this makes shot curve right.
- *To learn more about stance, see page 12.*

The Stance Select Window

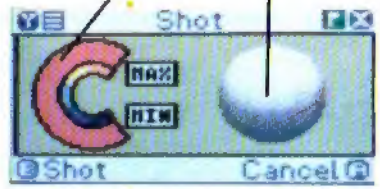
Shot Select

The Power Scale indicates the relative strength of your swing, based on the maximum yardage of the club.

- Press **B** to start Power Scale. Press **B** again when it reaches the power level you want. Note: Power Scale will cycle until you press **B**.
- *For more about shot power, see page 12.*

The Contact Selector indicates where your club will make contact with the ball.

- A ball mark will shuttle across the ball face from top to bottom and left to right. Press **B** when it reaches the spot you want to hit. Press **B** before ball mark reaches top of the Contact Selector again or stroke will be a "whiff."
- *For more about making the shot, see page 13.*



The Shot Select Window

Changing Your Shot Selections

Until you start your downstroke (by selecting your power level on the Power Scale) you can go back and change any one of your shot setup decisions.

- Press **A** to return to the previous Shot Setup window.

Ending Your Round

- To end your round, press **Y** when any Shot Setup window is visible. (Or, press **A** when the Direction Select window is visible). The GamePlay Menu will appear.
- Press the cross button's **down** arrow to select Quit Game and press **B**. Press **B** again to confirm.

In True Golf Classics, there are four different pin placements for every hole. Pin placements are changed for each round that you play.

II. Player's Manual

Creating Player Data

With True Golf Classics you can create a roster of up to 10 player names to keep a record of each player's scores, maintain handicaps and course records.

The Register Players Window

If you want to erase the entire roster, press A at the Main Menu. Then, select Erase from the Menu on the Game Title Screen, and hold down the left and right forefinger buttons while pressing B. This will erase all course and individual records so use with caution.

The Pro Roster

Registering Names

- At the Main Menu, press the cross button's down arrow once to select Create Data. Press B to confirm.
- At the Create Data Menu, press B to select Register.
- In the Register Players window use the cross button's up and down arrows to select an open slot. Press B.
- Use the cross button arrows to select letters from the character grid and spell out player names. As you select each character, press B to enter it into the roster. Each name can have up to 10 characters.
- When you have finished a name, select End. Press B again. You can then proceed to the next open roster slot, if you want to enter another name.
- To cancel all the characters in a name, press A.
- If you enter an incorrect character, select the ← character to erase it. Press B to confirm.
- To save your roster, press A.

Deleting Names

- To delete a player's name (and all playing records), select Delete from the Create Data Menu. Your roster will appear. Select the name you want to erase. Press B. True Golf Classics will ask if you are sure that you want to erase the name. Press B to confirm. Then press A to return to the Create Data Menu.

Changing Pro Names

True Golf Classics has a built-in roster of 48 professional golfers for Tournament Play. You can insert your own pro names if you like.

- Select Pro Roster from the Create Data Menu. The pro roster will appear. Select the name you want to erase. Press B. Now you can enter in your own favorite pro's name. When you are finished, select End. To return to the Create Data Menu, press A. To reinstate a pro name that you have just erased, press A before selecting End.

Selecting the Mode of Play

In True Golf Classics, there are four different play modes. To choose a mode, select its name from the Select Game Menu. Press B to confirm.

Tournament Play places you in a single-round tournament with 48 pros. In Tournament Play, there are no handicaps; every player is considered professional level.

At the end of each hole in Tournament Play, the leader board will show you the current standings. To "page through" the entire leader board, press B until you see the lowest ranking score. Press B again to move to the next hole. To proceed without reviewing the entire leader board, press A.

Stroke Play allows up to four golfers to compete for the lowest stroke total over an 18-hole round. You can use True Golf's handicapping system to give weaker players an even chance or you can play "scratch golf" without handicaps.

Match Play allows two golfers to compete against each other on a hole-by-hole basis. Victory is determined not by stroke totals for the round, but by the player who wins the most holes by holing out in fewer strokes than his/her opponent.

In Match Play the game will end automatically when one player leads by a greater number of holes than remain in the round.

Practice Play allows you to play any hole you like on the course by yourself.

- To play a practice hole, select Practice Play from the Select Game Menu. Then select the hole you want to play. Press B to confirm. After you putt out you will return to the Main Menu.

Be careful not to erase a player's name in the middle of a round. If do, the round will be ended for all players.

In Tournament play, an announcer will occasionally appear on screen to inform you of recent developments elsewhere on the course. Press B to end this message and continue game.

The Leader Board

The Practice Play Menu

The Select Group Menu

The Select Players Roster

The Change Handicaps Menu

Handicap strokes are "given" according to the difficulty of a hole. For instance, on an easy par three, you may receive no handicap strokes. On a difficult par five, you would receive several, depending on your handicap.

Selecting Group

If you select Tournament or Stroke Play, True Golf Classics will ask you to indicate the number of players in your group.

- Press the cross button's **down** arrow to select the number of players in your group, up to four. Press **B** to continue.

Selecting Players

In Tournament, Stroke,and Match Play, True Golf Classics will ask you to indicate which players are in your group (to keep accurate playing records).

- Select the name of each player from the Player Roster. Press **B** to confirm.

If you have a golfer whose name is not on the roster, press **A** to return to the Main Menu. Choose Create Data and register the new player's name. If your roster is full, use the Delete option to remove a name, then enter the new player's name in the open slot.

Selecting Caddies

In Tournament, Stroke, and Match Play, each player will be prompted to select a caddy.

- When your name is called, select the caddy you want. Press **B** to confirm.

Selecting Handicaps

In Match and Stroke Play, you will have the opportunity to change each player's handicap before the round begins. Players who have not completed a round in Tournament Play will automatically be assigned a handicap of 36. As players complete rounds in Tournament Play, True Golf Classics will update their handicaps to reflect their actual skill levels.

In Match Play, handicap strokes are given based on the difference between the two players' handicaps. For instance, in a match between a 20 handicapper and a 10 handicapper, the 20 handicapper will be given 10 strokes. Again, where the strokes are given depends on the difficulty of the hole.

- In Stroke Play, your final score will reflect your handicap. The program will automatically substract your handicap from your total to display your net score on the scorecard.
- In Stroke Play, you can assign a handicap to a player of unknown skills using the Double Pelias feature. When the Change Handicap window appears, use the cross button's up or down arrows to select a player's name. Hold down the cross button's left arrow until the handicap reads "D.P." (just past 0). True Golf Classics will compute a reasonable handicap for that player based on his or her performance in the round.
- To revise a handicap, use the cross button's **up** or **down** arrows to select the player's name in the Change Handicap window. Press **left** arrow to decrease handicap value; press **right** arrow to increase it. To accept handicaps, press **B**.

Checking Records

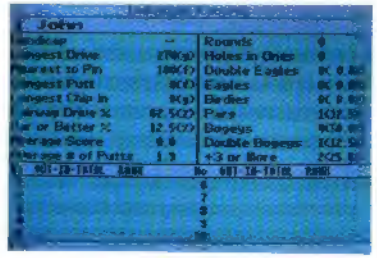
True Golf Classics maintains a detailed list of each player's performance on the course, along with a list of course records.

Individual Records

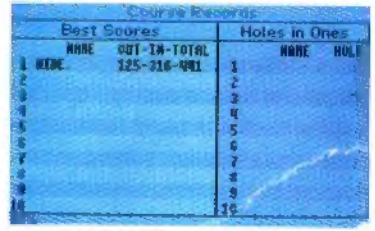
- To review a player's record, select Check Records from the Main Menu. Select Individual from the Records Menu. The player roster will appear. Select player's name; press **B** to review his or her scores. Press **B** again to continue.

Course Records

- To review Course Records, select Check Records, then Press **B** to select Course Records. Press **B** to confirm.



The Individual Records Screen



The Course Records Screen

Playing the Game

After you make all your game setup selections, True Golf Classics will take you to the first hole of the course.

Every shot you make in True Golf Classics (except for putts) depends on five key decisions: direction, club selection, stance, power, and contact. The Shot Setup window (in the upper lefthand corner of the screen) gives you the information you need to make these decisions and set up a successful shot.

To move the Shot Setup window press Select. The window will shift clockwise to the next corner of the screen. To change the background color of the Shot Setup window, press Start. Press Start again to return to the original background.

Selecting Direction/Elevation

The Direction Window depicts your current field of view. The white circle represents a full, 360-degree perspective. The green triangle represents the portion of the course that is currently visible on-screen. The red flag represents the pin. The blue line indicates the direction of the wind relative to your current direction. (This may be different from the wind indicator, which shows wind direction for the entire hole.)

To get a close up view of the green and pin position, press X. Press X again to return to your perspective from your current lie.

Direction Select Window

- To shift your aim, press the cross button's **right** or **left** arrow. Your field of view will shift and the red flag will move as well. If you hold the arrow down, you can turn quickly. The angle indicator at the bottom of the screen will scroll, but the field of view will not change until you release the cross button. Press **B** to continue.

You can change direction or elevation very quickly by pressing the left or right forefinger buttons while pressing the cross button arrows. Release the forefinger button and your field of view will shift quickly.

- When you are changing direction quickly, watch the hole layout in the lower right corner of the Game Screen. A small yellow line (the angle indicator) will indicate which direction you are facing.

Hole Layout

- To alter the height of your perspective press the cross button's **up** or **down** arrows. To adjust elevation quickly, hold down the **up** or **down** arrow until the elevation indicator (in the Direction Select window) reaches the position you want. Press **B** to continue.

Selecting Clubs

Club selection in True Golf Classics differs somewhat from the actual game in that the carry (or maximum yardage) of each club is constant for all players. On each shot, True Golf Classics recommends the shortest club that has enough carry to cover the distance to the pin. However, these suggestions do not account for wind, lie, or obstacles, so you may need to make your own club selection.

True Golf Classics gives you 14 clubs from which to choose, from a driver (with a maximum carry of 270 yards) to a putter (with a maximum carry of 100 feet).

- To select a different club, press the cross button's **left** or **right** arrow. Press **B** to confirm.

Wind will be a factor in club selection. With the wind at your back you can out hit the maximum carry. With the wind in your face you may hit a shorter shot with the same club.

Your lie will also be a factor. On the fairway or tee you will be able to achieve close to the maximum carry of a club. In deep rough or sand, you will achieve less distance.

In True Golf, when you hit into a water hazard, you will be penalized one stroke and your ball will be placed at the edge of the hazard or at the spot from which you hit, whichever is closer to the pin.

Unlike the actual game, every hole in True Golf has out of bounds (O.B.) When you hit O.B. you will be penalized one stroke and your ball will be placed in play at the spot from which you hit.

Be extremely careful not to hold down the left and right forefinger buttons while you are playing. If you press both down at the same time and hit B, you will erase all roster, player, and course data.

Square Stance

Draw Stance

Fade Stance

The Power Scale

The further you move
yo foot forward or
the more
the draw or

...cting Stance

True Golf Classics allows you to fine-tune your shots by adding a fade (a curve to the right) or a draw (a curve to the left). You can achieve these effects by adjusting the position of your front foot in the Stance Select window.

On each shot you begin with a square stance which should result in a straight shot.

- Press the cross button's **left** arrow and your front foot will be moved closer to the ball (closed stance). This will create a draw. Press **B** to continue.
- Press the cross button's **right** arrow to move your front foot away from the ball (open stance). This will create a fade. Press **B** to continue.

Making the Shot

The shot process in True Golf Classics is composed of two separate actions which correspond to the backswing and the downstroke of an actual shot.

In the Shot Select window the Power Scale depicts a continuous range of power from 0 to 100% of the selected club's carry.

- To start your "backswing" press B once. A red band will begin to fill the Power Scale, moving from 'Min' to 'Max'. Press B again when the band has reached the power level you want. Be careful when trying to achieve maximum power; a slight miscalculation may result in a "miss hit" of only 10% power.

As soon as you set your power your "downstroke" will begin. A red ball mark will shuttle across the face of the Contact Selector in the Shot Select window. This spot indicates the point at which your club will make contact with the ball.

- Press **B** to select the point you wish to hit. Be sure to Press **B** before the contact point reaches the top of the Contact Selector again; otherwise, your shot will be a "whiff."

The position of the red ball mark determines the kind of sp... you put on the ball. Striking near the top will add topspin making the ball roll further once it lands.

Hitting near the bottom adds backspin which makes the ball stop quickly (or bite) upon landing.

Hitting on the right half of the ball will cause a hook to the left; hitting the left side will cause a slice to the right. For the greatest carry, aim for the sweet spot in the dead center of the ball.

The Contact Selector

In True Golf Classics, unlike real golf, you should always aim for the sweet spot when you are in the rough or sand.

Using the GamePlay Menu

The GamePlay Menu

In addition to the four Shot Setup windows, True Golf Classics provides a GamePlay Menu where you can get caddy advice, review scores, change the playing characteristics of the game, or end your round and save your scores.

- To call up the GamePlay Menu, press **Y** at any point when a Shot Setup Window is visible. To return to the Game, press **A**. (When the Direction Select window is visible, you can also press **A** to call up the GamePlay menu.)

Advice

When you select Advice, your caddy will produce a 3-D (wire frame) picture that shows the contours of the course between you and the pin. He will also provide a depiction of your current elevation relative to the pin to help you make a good club selection.

Caddy Advice

- To review advice, call up the GamePlay Menu, move the ball mark to Caddy Advice, and press **B**.
- To end Caddy Advice and return to your shot, press **B**.

If you don't want to see the wire frame picture, hold the B button down until the caddy message appears.

Score

This option displays scores for the round, based on your mode of play.

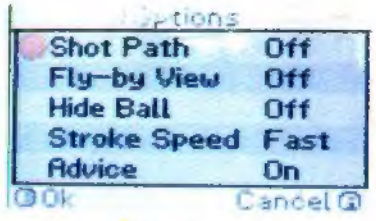
- In Tournament Play, Score Review shows total score and each player's ranking in the tournament.
- In Stroke Play, Score Review shows hole and total scores.
- In Match Play, Score Review indicates the winner of the hole with an "o" mark. For holes that have been halved (tied), both players receive a "-" mark.
- Score review also counts the number of holes a player is 'up' or 'down' for the front and back nines, and the entire 18. These numbers appear in the IN/OUT/TOT boxes.

In both Tournament and ...e Play, your ...mber of putts on each ... is indicated in red.

Options

Select Options to adjust the playing characteristics of the game.

- Move the ball marker to the setting you want to adjust, and press the cross button's left or right arrows to choose your settings. Press **B** to confirm.



The Options Menu

Shot Path: When the Shot Path feature is on, each shot will leave a trail behind it, to show you the trajectory of your shot. The default setting for this option is "Off."

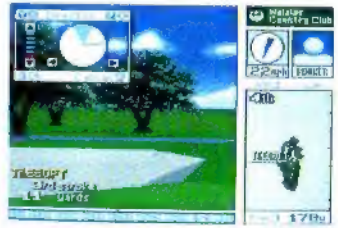
Fly-by View: This option shows you each hole from a bird's eye view prior to play. The default setting is "Off."

Stroke Speed: This option sets the speed of the Power Scale and the Contact Selector. With the slow setting, the game will be easier; the fast setting makes the game more challenging.

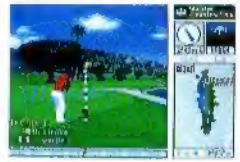
Advice: Caddies provide advice when you reach the green, with a depiction of the slope of the green. If you would rather not have this automatic advice, turn this option off.

Hide Ball : When this option is set to "Off" you will be able to see your ball, even when it is actually hidden behind a tree or hazard or buried in a bunker. If you want the ball to be hidden when it falls in places like these, choose the "On" option. (Note: This will slow the flight of the ball somewhat but will not affect the distance or direction of your shots.)

Hide Ball Off



Hide Ball On



Shot Path On

Quit Game Query

Quit Game

You should always use the Quit Game command to finish your round of True Golf Classics. This will record each player's score and other playing data so that handicaps and course records can be brought up to date.

- Press Y to call up Game Play Menu. Select Quit Game.
- Press B.
- Press B again to confirm.

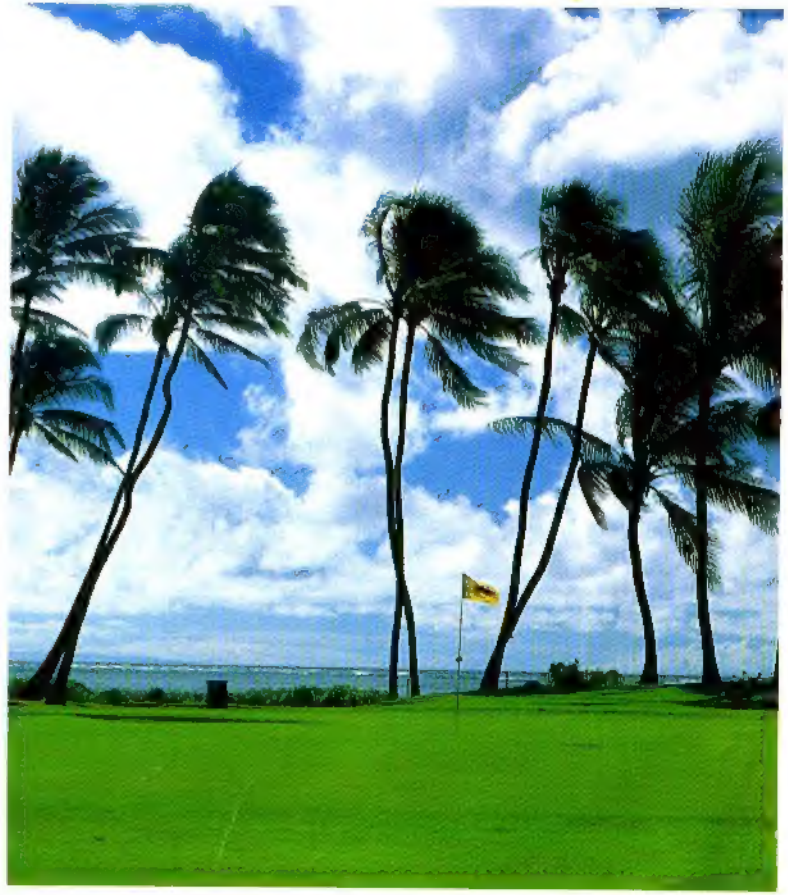
With the Quit Game command, you can also stop a round in the middle, and resume later, with your score and your position on the course intact.

- To end a round in progress, select Quit Game from the GamePlay Menu.
- To continue the round, select Continue from the Game Title Screen.
- Caution: True Golf Classics can only retain one round in memory at a time. So, if you select Start instead of Continue at the Game Title Screen, your previous round will be erased and a new round will begin.
- Turning off the Super NES™ or hitting the Reset button without using Quit Game first may cause True Golf Classics to erase the playing data from your previous round.

** The built – in memory of True Golf Classics runs on a backup lithium battery.*

III. Course Guide

Waialae Country Club



" – AH LIE) logo was inspired by the al feather cloaks ncient kings of ce wore.

Waialae's head golf professional, Greg Nichols, came to the club - an assistant pro in ..9 and stepped into the oot in 1986. In 1996, is named PGA Golf ssional of the Year. for Greg's tips on Waialae hout the Course ...

At first glance it almost looks easy. A long, sweeping expanse of gently rolling fairways and greens, it is unmarred by the woods of Augusta or the moors of St. Andrews. But here, in the shadow of the Honolulu hills, your greatest adversary is invisible to the eye.

This is Waialae: where the trade winds blow.

Waialae Country Club is the home of the Hawaiian Open, one of the first of the state's world class courses, and one of the best-loved stops on the PGA Tour.

For Mainlanders the winds of Waialae are the great mystery. One day, the trade winds will blow in from the east at upwards of 30 miles per hour— slapping down drives, pulling approach shots into the traps and deep Bermuda rough. The next day, the south wind will come up from Kona—gentler, more subtle in its effect, but no less a factor in play. This is what makes Waialae a true champion's challenge: winds as tricky as a 50-foot putt on an undulating green.

The people of Waialae are the club's second great distinguishing characteristic. Since its founding in 1927, Waialae has been known for its openness and Aloha spirit. With over one thousand members, the club is diverse in origins, rich in culture, and unified in its enthusiasm for the game of golf.

The Waialae rules of play express this uniquely Hawaiian approach. Dress on the course is informal (men can play without shirts on all but the 1st and the 18th holes), and play is extremely fast paced. Members "hit when ready" and often get around in under three hours. Golf is a friendly game here, but it is a friendship pursued with a passion.

Welcome, then, to Waialae Country Club, where you're up next on the tee.

MAMAO

MAH MA OW

(Distant)

1

Waialae starts out big and beautiful with a long, straight par 5. The fairway is generous but is hemmed in on both sides by O.B. The hole tightens up near the green with a large bunker blocking the front and a monkeypod tree guarding the approach from the right.

When the trade winds are blowing, Mamao can give up lots of birdies. Big hitters can get home in two by flying on a five wood or a long iron. Eagles are still hard to come by, though, as the green is tough to hold with a hidden bunker in back.

Mamao used to play even harder, with a yawning fairway bunker on the left. The trap was removed in 1961, creating a slightly friendlier opening test.

QUICK INFO

Champion Tees
Member Tees 5
Par 5
Handicap 4

PRO TIPS

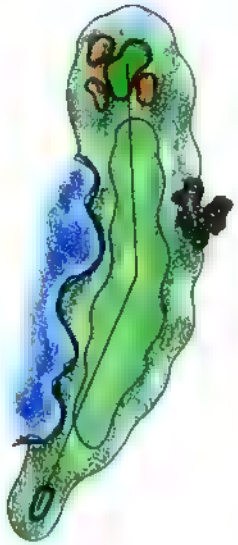
"To stay out of trouble on Mamao, lay your second shot up on the right, and pitch on from there."

OOLEA

OH OH LAY AH

(Unyielding)

2



QUICK INFO

Champion Tees 358 yards
Member Tees 348 yards
Par 4
Handicap 14

PRO TIPS

"Watch out for a stiff left-to-right wind on number two. Better to hit short than end up in the [illegible]."

Oolea is a short par four, but the lake on the left adds spice. Most pros tee off with a two or three iron, starting out right and drawing it back. The hole narrows down by the green with a grove of kiawe trees on the right that makes it tough to recover from a sliced drive.

Oolea's green is open and deep on the left but shallow and guarded by sand on the right. When the pin is to the left, there's a chance for a birdie, but when it's tucked in behind the bunker, you'll do well to make par.

There's a consolation prize for players who push their drives to the right: a grove of mango trees with plenty of fresh fruit to pick.

II BROWN

EE EE BROWN

(Mr. Golf)

3

QUICK INFO

Champion Tees 432 yards
Member Tees 397 yards
Par 4
Handicap 12

PRO TIPS

"To play the percentages, lay up close with your second shot, then pitch uphill and try to get down in one putt."

Ii Brown runs along the other side of the lake in the opposite direction from Oolea. When the trades are blowing, the pros tee off with a two iron, and get home with an eight or a nine iron. But with the south wind in their face, they'll start with a driver and get on with a four or five.

The lake runs up to the edge of the left bunker, so if you pull your second shot, it could be disastrous. The green is one of the smaller ones on the course with a hazard in back.

Frances Ii Brown was one of the founding fathers of Waialae and a prominent golfer in his own right: he dominated amateur tournaments in Hawaii for more than 20 years. Number 3 is named after him because he was able to drive the green on a good tradewind day.

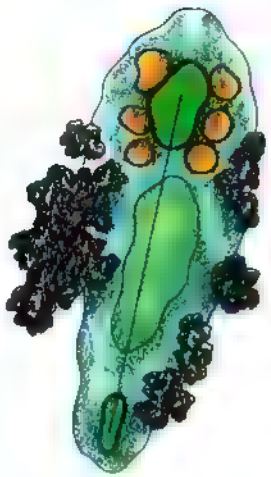
APIKI

(Tricky)

4

CK INFO

pion Tees: 194 yards
Member Tees: 178 yards
ar 3
Handicap 18



PRO TIPS

"Anytime you hit Apiki in one, you're doing well. Your best options: run a long iron up to the green, with a five

This little gem has earned a reputation as one of the finest par threes in Hawaii. The long, narrow green stretches over 55 yards, more than a five club difference from front to back. A series of six classic Waialae bunkers—huge, deep and steep—line both sides of the green.

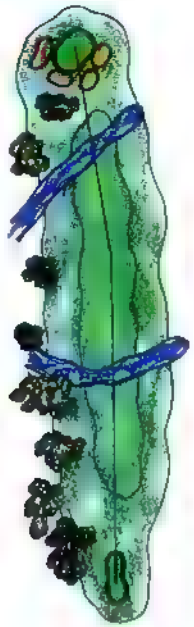
Generally, Apiki plays long, forcing most members to pull out a wood. A deep swale, or dip, in the center of the green makes the pin position difficult to read from the tee, so you can hit a good tee shot and still face a 60 foot putt.

When Jack Nicklaus won the 1974 Hawaiian Open, he paid tribute to Waialae's beautiful greens by calling head greenskeeper Choki Yara up to the winner's platform to share his moment of triumph.

AUWAI

(Two Ditches)

5



QUICK INFO

Champion Tees: 458 y
Member Tees: 401 yards
Par 4
Handicap 2

For high handicappers, this could be the toughest hole on the course, with two water hazards dividing the fairway in thirds. The tee shot is tight, with a large banyan tree on the left and a row of trees marking O.B. on the right.

The green also plays tough, running more than 100 feet from back to front. Pros and amateurs alike run the risk of a three putt here.

During World War II, the U.S. Army fortified many of the coastal areas on Oahu for protection in the event of an invasion. The 5th fairway was bisected by a huge wall of barbed wire that ran about 150 yards out from the tee.

PRO TIPS

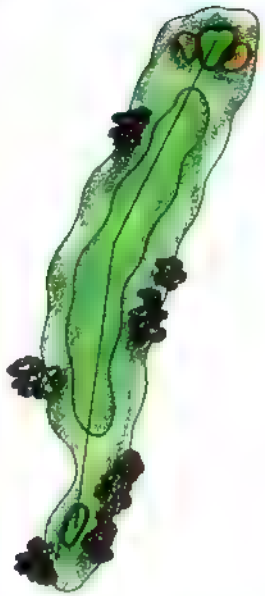
"A good drive would be about 250 yards out, on the left side. From there, a wedge could set you up for a birdie."

LALAU

LA LA OW

(Go Astray)

6



QUICK INFO

Champion Tees 174 yards
Member Tees 130 yards
Par 3
Handicap 10

PRO TIPS

"Start your drive out to the left, and let the breeze bring it back in. From there, a middle iron should get you home."

The prevailing winds blow left to right on number six, which is why so many drives go astray here. There's O.B. and lots of other trouble on the right and the left side is tight as well.

The second shot can be difficult too, because the pear shaped green is very narrow in front. It's best to get on in front of the pin, as the steep slope of the green makes for slick downhill putts.

The mounds that punctuate both sides of the fairway were installed following a plan designed by Arnold Palmer. These steep slopes can create difficulties even for a well-placed drive.

UPIKI

OO PEE KEE

(Trapped)

7

QUICK INFO

Champion Tees 181 yards
Member Tees 165 yards
Par 3
Handicap 16

PRO TIPS

"To hole out on Number 7, try hitting for the dead center of the green. If you aim for the pin and miss, you could leave yourself a monster putt."

Upiki's name is well taken, with traps covering the front and sides of the green. The elevated tee will add some distance to your tee shot, but the trade winds may take that away.

The green is extremely wide—more than 45 yards—but shallow as well. With the yawning bunkers in front, it's better to use too much club rather than too little. Long putts are particularly hard to read here.

The green at Upiki was originally encircled in sand. The rear bunkers were removed because they rarely came into play.

HULUHULU

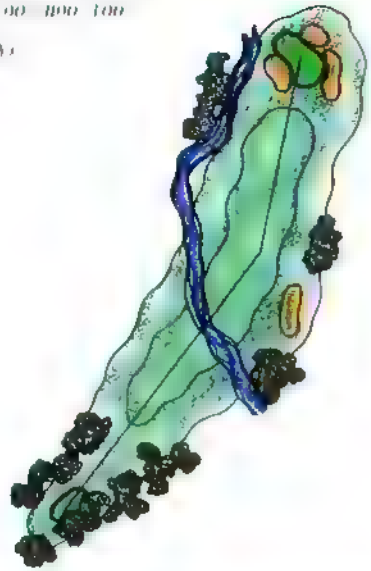
HOO LOO HOO LOO

(Hairy)

8

ICK INFO

Champion Tees: 427 yards
Member Tees: 395 yards
Par 4
Handicap 6



PRO TIPS

"Aim for the right side of the fairway. That will give you the best approach—if you steer clear of the bunkers."

The tee shot is straightforward here, unless you have the wind in your face. Then, even the pros have a tough time clearing the ditch that cuts across the fairway out about 220 yards. If you carry the hazard, you'll have a middle iron to get on. If you fall in, take a penalty stroke and you'll still be out of range of the green.

The danger isn't over once you've cleared the ditch, because it runs down the left all the way to the green, just waiting for a pull or a hook.

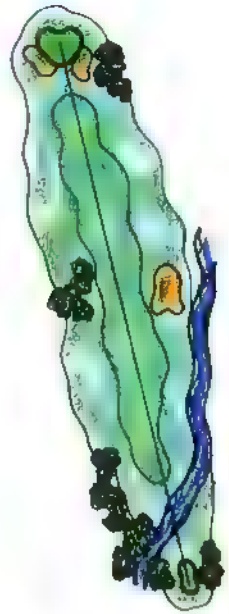
The first true Hawaiian Open was held in 1928, when a group of local golfers heard that a band of professionals were on their way back to the Mainland from Australia. With a $5.00 ticket price, the event was the first large gallery tournament on the islands. "Wild Bill" Melhorn won the cup in a playoff.

ALOHA

AH LOH HAH

(Goodbye)

9



QUICK INFO

Champion Tees: 510 yards
Member Tees: 487 yards
Par 5
Handicap 8

PRO TIPS

"You can get home in two here, if you want to run the risk of going O.B. on your drive."

The front nine ends the way it began—with a big, wide fairway fenced in tight on both sides by O.B. With the prevailing winds blowing left to right, even the pros have to watch for penalties.

The fairway bunkers often come into play, sometimes to prevent an errant drive from bouncing down the cart path and going O.B. But once you've cleared Aloha's hazards, you'll have an easier time on the green, which is even and uncomplicated.

Aloha proved so difficult that the O.B. on both sides now plays as water hazard—a change made to speed up play.

KIPAKU

KEE PAH KOO

(Drive Away)

10

QUICK INFO

Champion Tees 353 yards
Member Tees 347 yards
Par 4
Handicap 7

PRO TIPS

"If you've got a strong breeze blowing, play to the left. Better to end up in the rough than to start out the back nine by going O.B."

Kipaku offers a good birdie opportunity if the trade winds aren't in your face. Hit to the left to play safe; there's O.B. all the way down on the right.

A good drive will leave you with a short iron to the green. If you're not home in two though, par may be tough to reach. The green is bordered by deep bunkers on the right and an even steeper hill on the left. Getting up and down in two is tough from just about anywhere.

In 1953, the film "From Here to Eternity" was filmed on location in Hawaii, with several scenes at Waialae. Private Prewitt (played by Montgomery Clift) was wounded near the bunker on the 10th hole.

KAILANI

KI LAH NEE

(Sea and Sky)

11

QUICK INFO

Champion Tees: 178 yards
Member Tees 169 yards
Par 3
Handicap 17

Pause for a moment on Kailani's tee and take in the view—a sweep of Pacific blue with white sand beaches and the slopes of Koko Head in the distance. It's a straightforward par 3, fairly easy to reach, with a level putting surface that makes approach putts easy.

The prevailing winds are left to right, so a fade off the tee may land you in the deep bunker on the right of the green.

Seth Raynor originally patterned this pretty par 3 after the 11th hole at St. Andrews, with the green open in front and protected at the rear and sides.

PRO TIPS

"Your best shot is to fight off the breeze with a strong draw."

I Mua

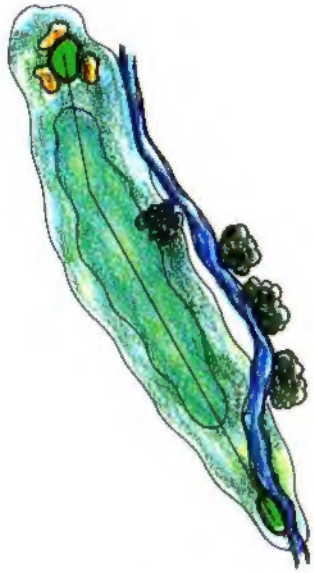
EE – MOO – AH

(Straight Ahead)

12

Quick Info

Champion Tees: 446 yards
Member Tees: 420 yards
Par 4
Handicap 15



The name says it all—a long, straight par 4 that lets the big hitters open up for the first time on the back nine. With a long row of coco palms on the right, most players aim for the left side of the fairway.

The pros play a middle or short iron to get home, but members may need a two or three iron or even a wood to cover the distance. Fortunately, I Mua's green is wide open in front, so it's easy to run up your second shot.

The Waialae golf course was originally part of The Royal Hawaiian Hotel at Waikiki, designed to draw Mainlanders to the beautiful resort.

Pro Tips

"Don't get too aggressive on the approach—there's a hidden bunker and O.B. in back of the green."

Akau

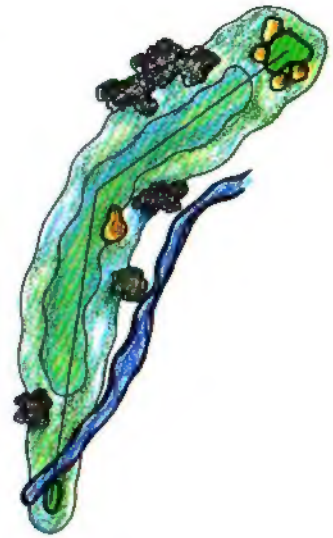
AH – KA – OW

(Right)

13

Quick Info

Champion Tees: 508 yards
Member Tees: 494 yards
Par 5
Handicap 1



The first of five doglegs on the back nine and the easiest hole on the course. Start your drive out to the left and let the wind pull it back to the center. From there, a good fairway wood, or even an iron, can get you on the green.

Akau is also forgiving down by the green, which is wide, deep, and canted uphill to hold long irons and woods. If you lay up on your second shot, aim left to avoid the kiawe trees on the right side of the fairway. Once on, your putt should be fairly easy; the green breaks gently, without severe undulations or breaks.

Although Waialae has changed dramatically over the years, Number 13 has retained its original shape as designed by Seth Raynor in 1925.

Pro Tips

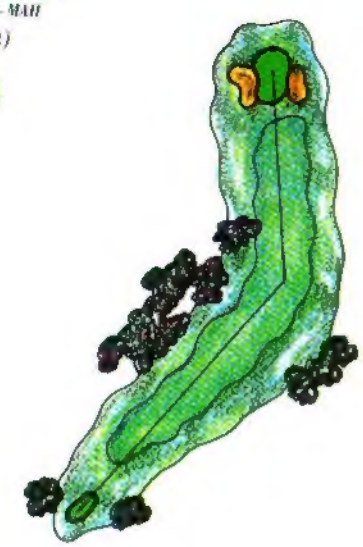
"Akau is ranked among the five easiest holes on the Tour. When you're in the Open, you definitely have to look for a birdie."

HEMA

HEH - MAH

(Left)

14



QUICK INFO

Champion Tees: 411 yards
Member Tees: 403 yards
Par 4
Handicap 3

PRO TIPS

"Play wide to the right off the tee. Then, lay up close with your second shot and hit a short pitch to the green."

Finding a good angle for your second shot is the toughest part of this right-to-left dogleg. A large kiawe tree juts out at the corner; to clear it, you'll need a drive well over 250 yards. If you play right and shorter (say, 200 yards), you may be able to get home with a two iron or a fairway wood.

On the approach, try to stay below the pin, as Hema's green runs straight uphill from front to back. Downhill putts pick up lots of speed, so a pin placement in front definitely gives this hole three-putt potential.

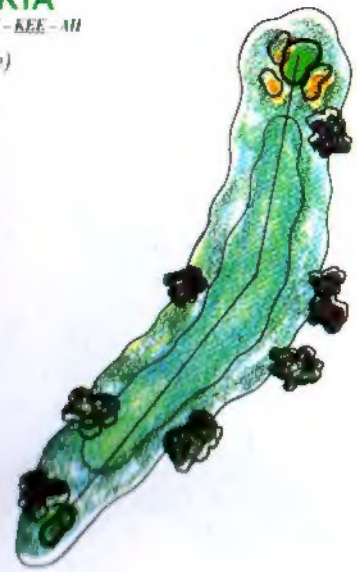
Waialae's greatest head golf professional, Ted Makalena, dominated the Hawaiian Open, winning five consecutive titles at Waialae from 1960-1965. Of course, he had a home course advantage, having started as a Waialae caddy at the age of eight.

PILIKIA

PEE - LEE - KEE - AH

(Trouble)

15



QUICK INFO

Champion Tees: 396 yards
Member Tees: 390 yards
Par 4
Handicap 9

PRO TIPS

"On days when the winds are blowing Kona, this hole is much easier. Big hitters can tee off with a two iron and wedge on from there."

This one seems designed to intimidate with O.B. tight on the lefthand side and thick rough and trees on the right. Most pros, playing it safe, tee off with long irons or three woods. The winds blow strong left to right and can turn a sliced drive into real trouble.

The second shot is as tough as the drive. Pull your approach a few yards to the left, and you'll end up O.B. Play too far to the right, and the huge kiawe tree may knock it down. The green is steep, like number 14, sloping back to front, so pin placements in front can give you even more trouble. Count a par here as a real success.

Pilikia's kiawe tree used to be even more of a nuisance with a huge limb that jutted 10 yards into the fairway. The villain was knocked down by a storm some time ago, so players who hit a good drive now have a clean shot at the green.

QUICK INFO

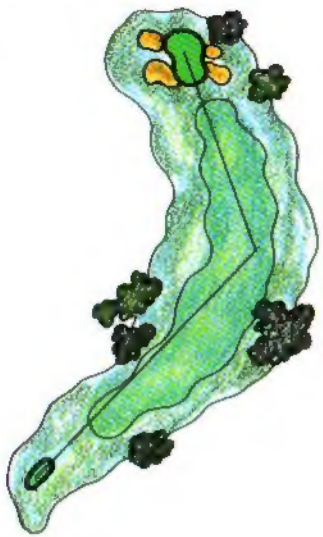
Champion Tees: 417 yards
Member Tees: 396 yards
Par 4
Handicap 11

WELO

VEH – LOW

(Float in,the Wind)

16



PRO TIPS

"Welo's my favorite hole on the course. Play to the right and long on the drive, and get some good cuts on your approach."

With the trade winds at your back, this is a fairly easy driving hole. Keep your drive to the right. If you draw too far to the left, you'll run into a thick stand of kiawe trees.

For short hitters, Welo can be tough to par. You'll need a five wood at least to get home, and you may have to shoot over the kiawe trees at the corner. The green is downwind and slopes down from the front, so it can be difficult to hold. Bunkers on both sides call for accuracy on the approach.

Waialae's 150-yard markers are beautiful white-trunked Royal Palm trees. They were planted in 1960, and many now stand more than 50 feet high.

ALAE

AH – LIE

(Mud Hen)

17

QUICK INFO

Champion Tees: 185 yards
Member Tees: 178 yards
Par 3
Handicap 13

PRO TIPS

"Be careful with your putts on Alae. The green's one of the toughest on the course to read."

Step up to the tee and face the world's largest water hazard—the Pacific Ocean—on the left. The green on this par 3 is wide open in front, so a safe play is short of the bunker on the right. Don't be too cautious though. You'll need at least 150 yards to carry the ditch that runs in front.

In the 1977 Hawaiian Open, Don January took a six at Mud Hen, hitting from the left bunker into the right and back again before getting on. That opened the door for Bruce Lietzke, who went on to take the title.

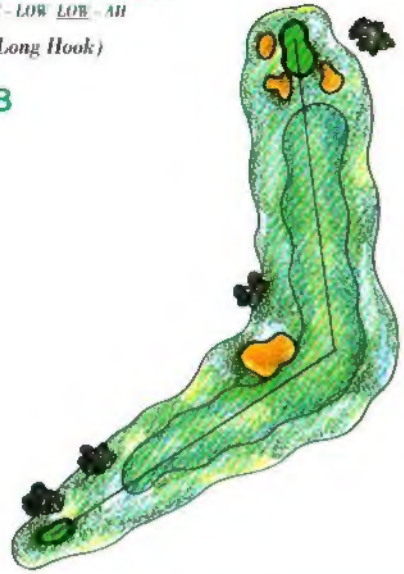
According to an island legend, the mud hen brought fire to the people of Hawaii. The red patch on the bird's forehead comes from the fire, which scorched him as he carried a flaming torch back from the land of the Hawaiian gods.

KILOU LOA

KEE - LOW LOW - AH

(A Long Hook)

18



QUICK INFO

Champion Tees: 551 yards
Member Tees: 533 yards
Par 5
Handicap 5

PRO TIPS

"A birdie's a beautiful way to end your Waialae round. Hit two strong woods, and a two putt puts it in reach."

Once again, you can get home in two on this par 5, with a strong, hooking drive to follow the dogleg. The pros drive out even with the fairway bunker and use a long iron to run on to Kilou Loa's long, deep green.

The hole is much more challenging when you're playing into a Kona wind. This was the scene of Isao Aoki's brilliant finish in the 1983 Open, when he sliced his drive wide to the right, powered his second shot into the rough on the left side of the fairway, and dropped a miraculous pitch into the hole for an eagle.

In 1968, Lee Trevino holed out at 18 to win the Hawaiian Open, and left a portion of his prize in trust for the sons of Ted Makalena who had passed away a few years before. It was Trevino's gesture of aloha to his close friend and Waialae's great pro.

IV. WARRANTY

90-DAY LIMITED WARRANTY

T & E Soft of America, Inc. ("T & E") warrants to the original consumer that this T & E Game PAK ("PAK") shall be free from defects in materials and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T & E will repair or replace the PAK, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

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2. Notify the T & E Consumer Service Department of the problem requiring warranty advice by calling (510) 253-1751. Our Consumer Service Department is open from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the T & E service technician is unable to solve the problem by phone, T & E will provide you with a Return Authorization Number. Simply record this number on the outside packaging of your defective PAK and return your PAK, freight prepaid at your risk of damage, together with your sales slip or similar proof-of-purchase, within the 90-day warranty period to:

T & E Soft of America, Inc. Consumer Service Department,
953 Mountain View Drive, Suite 167 Lafayette, CA 94549

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If the PAK develops a problem after the 90-day warranty period, you may contact the T & E Consumer Service Department at the phone number noted above. If a T & E service technician is unable to solve the problem by phone, T & E may provide you with a Return Authorization Number. You may then record this number on the outside packaging of the defective PAK and return the PAK freight prepaid to T & E, and enclose a check or money order for $10.00 payable to T & E Soft of America, Inc. T & E will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the $10.00 payment refunded.

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